

MATTEL ELECTRONICS®  
**IntelliVision™**  
 Intelligent Television



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 available from Mattel Electronics.  
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MATTEL ELECTRONICS®  
**IntelliVision™** Intelligent Television  
 CARTRIDGE INSTRUCTIONS  
 (FOR 1 PLAYER)

# ASTROSMASH™



FOR COLOR TV VIEWING ONLY



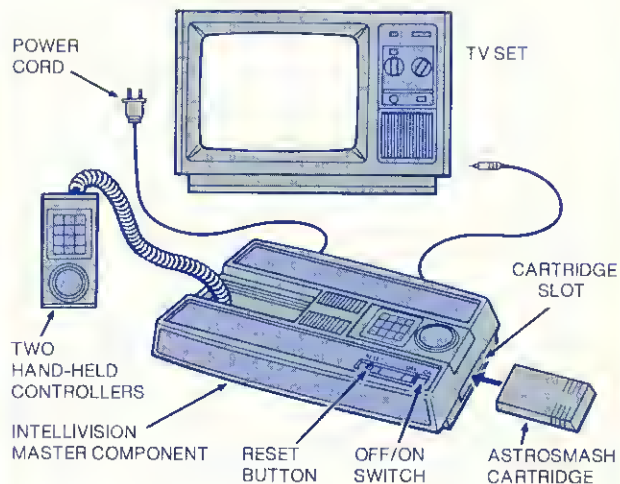
The sky IS falling! Chicken Little was right! You're the laser battery Commander and HERE THEY COME!...an attack of multicolored meteors with an occasional spinning bomb that will blow up one of your guns if you let it land, AND — to really make life interesting, some guided missiles and an Attack UFO! As your score goes higher, so does the excitement!

## OBJECT OF THE GAME

To hit as many meteors, bombs, missiles and flying saucers as possible, without being hit yourself. As your score grows higher, the game speeds up and gives you more challenge. Take turns with your friends to see who can get the highest "peak score"!



## CHECK YOUR EQUIPMENT



## MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- ASTROSMASH CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.



## PRESS RESET BUTTON

Title will appear  
on TV screen:



## ADD OVERLAYS

Find the  
ASTROSMASH™ key-  
pad overlay in the  
cartridge package  
with this booklet.

Remove Hand  
Controller from the  
console.

Insert overlay into the  
Hand Controller. Make  
sure the overlay fits  
tight and is all the way  
in. The overlay will be  
your visual guide to  
the ASTROSMASH  
game.

HAND CONTROLLER



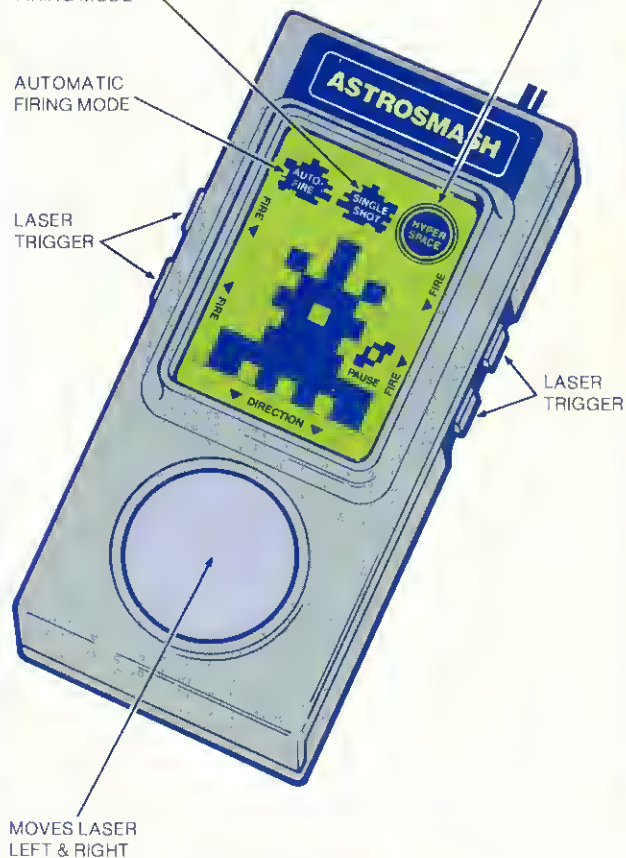
## EXAMINE YOUR CONTROLS

SINGLE-SHOT  
FIRING MODE

AUTOMATIC  
FIRING MODE

LASER  
TRIGGER

"HYPER-SPACE"



MOVES LASER  
LEFT & RIGHT

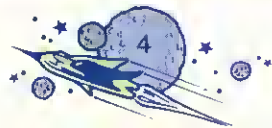
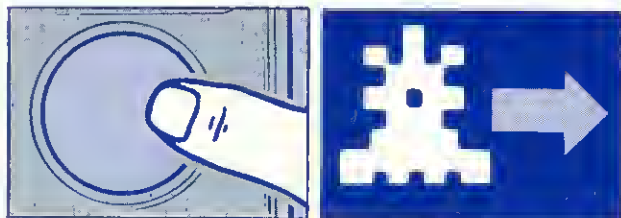


## GET READY!

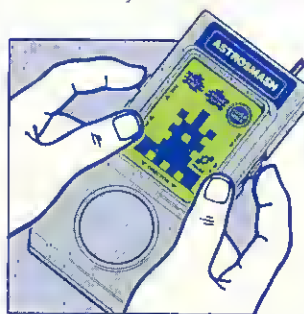
WHEN YOU SEE THE GAME TITLE, PRESS DISC OR ANY KEY ON EITHER HAND CONTROLLER.



1. Move your active laser gun left and right by pressing those sides of the Disc.



2. When you are under a falling rock or other object, FIRE by pressing any action button



(or press **AUTO FIRE** and

the computer will shoot 3 times each second for you). For rapid fire, use SINGLE SHOT mode, keep depressing a FIRE button and tap the Disc.

3. Hit as many rocks as you can — every one that lands reduces your score.

4. Be **sure** to hit every white “spinner”! Try to hit or avoid guided missiles and attacking UFOs (which appear when your score is over 20,000 points)!

5. Every time your peak score goes up another 1,000 points, you get another laser gun in your arsenal.



## 6. Scoring formula:

Your score goes **UP** when you hit...

LEVEL	BIG ROCK	SMALL ROCK	BIG SPINNER	SMALL SPINNER	GUIDED MISSILE	UFO
						
<b>1x</b>	10	20	40	80	50	—
<b>2x</b>	20	40	80	160	100	—
<b>3x</b>	30	60	120	240	150	—
<b>4x</b>	40	80	160	320	200	400
<b>5x</b>	50	100	200	400	250	500
<b>6x</b>	60	120	240	480	300	600

Your score goes **DOWN** when...

LEVEL	BIG ROCK LANDS	SMALL ROCK LANDS	YOUR GUN IS HIT, OR A SPINNER LANDS
			
<b>1x</b>	- 5	-10	-100
<b>2x</b>	-10	-20	-200
<b>3x</b>	-15	-30	-300
<b>4x</b>	-20	-40	-400
<b>5x</b>	-25	-50	-500
<b>6x</b>	-30	-60	-600



## Scoring level changes:

LEVEL	BACKGROUND COLOR	SCORE RANGE
<b>1x</b>	Black	up to 999
<b>2x</b>	Blue	1,000-4,999
<b>3x</b>	Purple	5,000-19,999
<b>4x</b>	Turquoise	20,000-49,999
<b>5x</b>	Gray	50,000-99,999
<b>6x</b>	Black	100,000 and over

**NOTE:** EVERYTHING SPEEDS UP AND YOU HAVE MORE TARGETS AND ATTACKERS, MOVING FASTER, AT THE HIGHER SCORES — ESPECIALLY WHEN THE TOTAL PASSES 100,000, 200,000, 500,000 AND ONE MILLION POINTS!

7. When you hit a rock and it splits in two, try to hit both of those fragments: they each give you twice as many points as the original big rock!





8. Whenever you see a white object, concentrate on avoiding it or shooting it down...



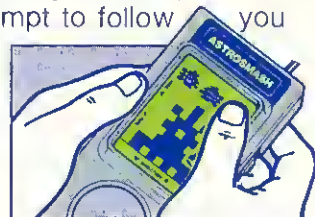
• *White spinners (big and small)* — Be sure to hit every one you can — if one lands, you lose a laser gun (when you lose them all, the game is over).



• *Pulsating guided missiles* — will seek out your active laser gun and blow it up on impact! If you can, get directly under a GM while it is correcting course, and **shoot it!** If the missile gets to the ground, sometimes it will home in on your laser, flying horizontally. If this happens, your only chance of escape is to go into **HYPER SPACE!** (move instantly to another place). When you press **[HYPER SPACE]** your laser



will immediately move to the left or right a random distance determined by the computer. The guided missile will attempt to follow you there, and you might have to go into **HYPER SPACE** more than once — and risk finding yourself under a falling rock!



• *Attack UFOs* — appear occasionally when your score is over 20,000 points. They sweep across the screen, aiming huge bombs at your active laser gun. The bombs fall slowly enough for you to move out of the way. Keep moving! Try to get directly beneath the UFO and shoot it down!



9. Do not shoot at falling rocks that are very close to your active laser, as the explosion may produce shrapnel and blow up your gun.

10. When you get good at **ASTROSMASH**, the game can go on for some time. If you want a break in the action, remember the "Interrupt Code" (press both yellow spots on the overlay at the same time).

Restart by pressing either Disc.



## RECORD BOOK

NAME Bought 37982

SCORE

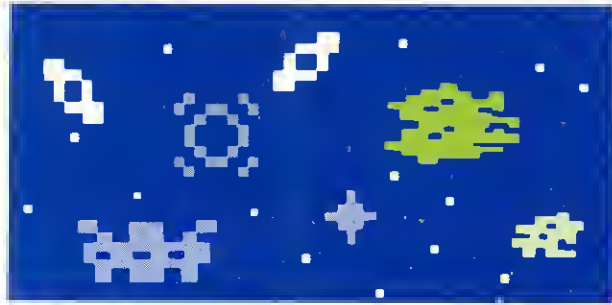
This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the paper.

## RECORD BOOK

NAME

SCORE

[illegible]



## 90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center  
5000 W. 147th. Street  
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



## HOW TO ORDER YOUR REPLACEMENT OVERLAYS

**NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.**

Complete the order form below and mail it with your check or money order for \$1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, Ca 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

### Mark quantity ordered

LAS VEGAS ROULETTE  
ELECTRIC CO. MATH FUN  
ELECTRIC CO. WORD FUN  
FOOTBALL  
HORSE RACING  
CHECKERS  
AUTO RACING  
SEA BATTLE  
SKIING  
TENNIS  
GOLF

1118-4289 \_\_\_\_ sets  
2613-4289 \_\_\_\_ sets  
1122-4289 \_\_\_\_ sets  
2610-4289 \_\_\_\_ sets  
1123-4289 \_\_\_\_ sets  
1120-4289 \_\_\_\_ sets  
1113-4289 \_\_\_\_ sets  
1818-4289 \_\_\_\_ sets  
1817-4289 \_\_\_\_ sets  
1814-4289 \_\_\_\_ sets  
1816-4289 \_\_\_\_ sets

BASKETBALL  
HOCKEY  
BACKGAMMON  
LAS VEGAS POKER & BLACKJACK  
ARMOR BATTLE  
BASEBALL  
SPACE BATTLE  
BOXING  
SPACE ARMADA  
ASTROSMASH

2615-4289 \_\_\_\_ sets  
1114-4289 \_\_\_\_ sets  
1119-4289 \_\_\_\_ sets  
2611-4289 \_\_\_\_ sets  
1121-4289 \_\_\_\_ sets  
2614-4289 \_\_\_\_ sets  
2612-4289 \_\_\_\_ sets  
1819-4289 \_\_\_\_ sets  
3759-4289 \_\_\_\_ sets  
3605-4289 \_\_\_\_ sets

Amount enclosed \_\_\_\_\_

Total sets ordered \_\_\_\_\_

Your name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip Code \_\_\_\_\_